

# Keystone Episode 0.2 - Machines

An adventure for a party of four tier 3/5 PCs compatible with the *Pathfinder Roleplaying Game*.

*It is said that the dying words of the First Ones was that they will yet consume everything. You, your friends and family, the multiverse. This is simply how things are, you must accept it. Certainly, they could not have meant the machines of the Protectorate. Ranging from the man-sized automata known as Ironforged, to a relatively new development: walking fortresses.*

*These walking fortresses are machines on the scale of cities, and like many things on Exodus are built to compete with wonders from other worlds. And, of course, to ensure they keep their unique military dominance from their allies and rivals alike.*

*But this assumes these fortresses are working, and as you know that is not guaranteed. Otherwise, they would not have a group like yours trained and on-hand to shut it down before the titanic machine attacks their own people. Remember not to tell anyone how they expect you to do it - as much as I'd love to know, I'd hate to see you wind up dead for sharing the forgers guild's secrets. But if you do decide share their secrets... I promise I won't tell anyone.*

- Large-Biter

The main might of the Arman Protectorate stems from their technomagical dominance over all Exodus. Golems and firearms alike have become symbols of the country's might and the backbone of their military - perhaps to a dangerous extent. The secrets of their construction have been closely guarded for centuries, and the machinesmiths who guide the Forger's Guild are almost as dangerous as the machines of war they build.

As other nations struggle to match the might of the Protectorate, the Forger's Guild pushes ever further forward, crafting greater weapons of war with each passing generation. First were the Ironforged; golems of great strength and a faint spark of intelligence. Then came the goliaths; warrior-golems the size of buildings, with power even greater than their size indicated. Only years ago the Kaga, the living god, guided the Forger's Guild to build the androids; construct-men with minds as keen as any man.

Now, the Forger's Guild has completed a work unlike anything seen before: two, massive machines called Walking Fortresses. Named Cityfoot and Mountainfang, these massive machines are meant to be the first of many, dwarfing the cities around them, protecting key points throughout the Protectorate. Entire towns have grown up around their construction, and have become ghost towns with their completion.

The Walking Fortresses are not quite self-aware, but like the much smaller Ironforged, they have a limited consciousness. They can make basic decisions to act on their own, but are

intended to function under the guidance of a team of operators. These teams are rotated through service, partly to keep them fresh and partly to avoid one or another being compromised.

Other safeguards were put in place as well, the people of the Protectorate unwilling to trust blindly in the castle-sized constructs. Only a series of unlikely catastrophes could lead to the machine awakening on its own, priming its weapons, and becoming a serious threat to the countryside.

And as far as the Forgers Guild is aware, that is exactly what happened.

Mountainfang has begun to stir without direction or visible threat, and the operation crew have been found dead. Only the final lines of defense remain; one last chance to shut it down, and exactly one chance to stop it before it has reached full operation, under the guidance of whatever madness has commanded the machine to awaken.

## Adventure summary

As the adventure begins, the PCs are being fired out of a massive crossbow, a tool specifically designed to breach Mountainfang's magical and mechanical defenses. Once they've struck the titan and climbed from the wreckage, the party has to climb the titan's back to reach the control center near its head. A challenging task in calm conditions, this climb is made more dangerous as Mountainfang's point defenses trigger, sending a cascade of troubles down at the climbing party.

The party has no time to delay and pick their way around these hazards - they will only have a few minutes to reach the control room and shut it down. If they can't trigger the shut-down sequence in time, a second - this time explosive - bolt will be fired at the fortress to put it out of commission for good; the aptly named Last Resort.

Once the party finally does breach the control room, they discover the fortress's controls are hijacked by a silvery Mirrored Rod. This rod proves difficult to dislodge, and when it finally is, Mountainfang fires a blast of energy. Though away from the city, it awakens an threat that had long laid dormant in protectorate lands: Mountainfang. If the titan is allowed to roam unchecked, it will cause no less damage than Mountainfang would - a death toll measured in cities.

The party must turn the fortress against the titan, a task they were never trained for, and hope that they can cow both the titan and the fortress before the city fires the Last Resort, so they can escape as heroes and with their lives intact!

## Act one - Launchpad

When the adventure begins, give the players handout 1, and read or paraphrase the following.

*It was supposed to be a cushy job. Receive some training on how to shut down a walking fortress in an emergency. Then, sit around for a month being paid surprisingly well for the amount of work you were supposed to do, then have the training wiped from your mind at the end of your service.*

*Nobody, yourselves included, ever expected you would have to actually follow through - to take down a machine built to stop armies. You knew that for you to have been called on means every other failsafe had failed. You were the second to last thing protecting the Arman Protectorate from being torn apart by the titan built to protect it.*

*They were reiterating your training now, as they strapped you into the “crash cart”, a device that looked more like a massive ballista bolt filled with chairs than anything else. You would be fired adjacent to the control room, where you would use the codes and keys you brought with you to shut Mountainfang down before it reached full activation. You would have ten minutes to stop it - or else the forgers guild would have to turn to the Last Resort: a devastating construct-killing explosive they would begin preparing immediately after you launched. No second chances, and very little room for error.*

*Well, this was what you were being paid for.*

The party is at the edge of Station 1: a mostly abandoned city just beneath the hill where Mountainfang stands. They've been here for a little over a week of a four week station, among the first of many mercenary groups to cycle through this tedious position. The first who will need to put their training to use.

As the party loads into the crash cart, allow them to ask questions as the Forgers Guild reiterates their instructions: once the party lands, they will have to climb roughly a hundred feet, as they to deal with the fortress' point defense systems. Then, the party will reach the control room, unlock it, and get inside. Once they're inside, they will have to shut down the fortress' four main stations and release a flare so the guild knows the shut-down is underway.

Once the party is clear on what they are expected to do, allow each PC a moment to retroactively equip themselves with the supplies they might need. Anything they might want less than 10gp, as well as two pairs of masterwork thieves tools, a flare (which casts *dancing lights* when used as a standard action), and the master ring of keys, are provided by the Forgers Guild. In addition, each PC is given an *attenuation ring*, which prevents Mountainfang from making direct attacks against them as they climb it. It won't protect them

from the automatic defenses - but removing them for even a moment would mean the Walking Fortress could just flick the party away like flies.

Some of the questions the PCs might have, and the Forgers Guild's answers, are presented below.

**Remind me, are there ladders?**

"There's a ladder near where you're landing, but it's closed by a cover when the Fortress is in motion. You'll either have to pry it open, or make your way up the wall some other way. There should be plenty of handholds at least, even if the ladder is out of service."

**What point defenses are there to deal with, again?**

"The biggest hazard you'll have to worry about are the mines, littered along the sides of Mountainfang. If you're unlucky, you'll also need to watch out for the mounted guns, but there should only be one of those in your path."

**The lock on the door. We have the key for that, right?**

"The key to the control room is on the master keyring. It's the only one - if you drop it, you're going to be in trouble. You also need the code to open the door: 1527. The buttons aren't numbered, but they count across, starting with 1 on the top-left."

**Disabling the fortress isn't as easy as flipping a switch, is it?**

"Disabling Mountainfang, once you're in the control room, shouldn't be too hard. There are plenty of controls, but the ones for shutdown are marked in red. There isn't any order you need to do them, all at once or one at a time. They're each independent. Another failsafe that either failed, or was bypassed."

**Fire!**

Once the PCs have been strapped in and the instructions reiterated, the cover of the Crash Cart is closed, halfway enclosing the PCs in padding, and a countdown begins outside, only barely audible through the tiny slat windows. 10, 9, 8...

There is a snapping noise, and the PCs are forced backwards in their seats, held in place for a few ear-splitting seconds, and then - snapped forward with even greater force, as the Crash Cart slams into Mountainfang, within inches of its intended target.

## **Act II: The back of the beast**

*There is a loud, distinct crack, and at the same instance you are snapped back in your seat like you've been struck. The air whistles around the Crash Cart for a slow count of three, before you're snapped forward again with the sound of metal squealing against metal. You've landed.*

The crash cart strikes as precisely as expected: just below the apex of the walking fortress. The impact is enough to punch through six-inch thick iron, but for the PCs most of that is

blunted, doing only 2d6 nonlethal damage to each character. A spell like *featherfall*, or any other effect that reduces fall damage, reduces this damage normally.

Once they've landed, it takes a successful **DC 5 Disable Device** check as a standard action to open the buckles (or a **DC 14 Strength check** to burst the straps). Then, at least one member of the party must succeed a **DC 20 Strength** check to pry open the Crash Cart's lid, which immediately tumbles away to the ground over a hundred feet below.

The party begins wearing tethered to the Crash Cart by 100 feet of heavy duty cord - just long enough to reach the Control Room. Unless they cut or undo their support tethers, falling will do 1d6 damage per 50 feet fallen as the cord snaps taut, catching them.

If the party spends one round in the crash cart examining the scene above them, they can see the explosive charges. If they spend three rounds, they can see the spinning blades.

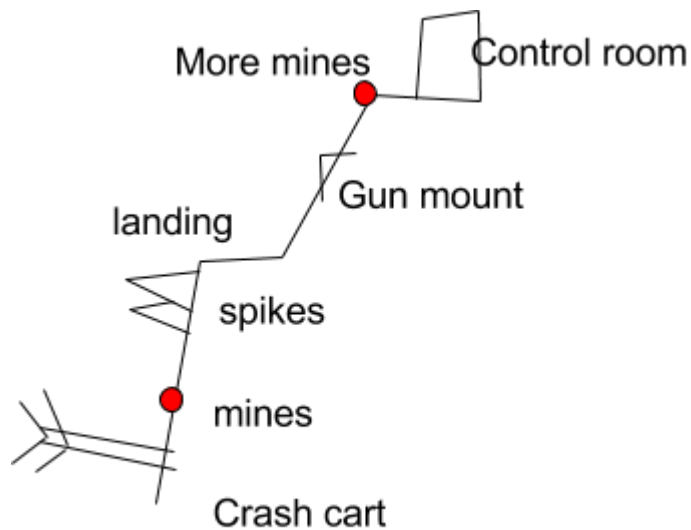
## Climbing

Once the party has extracted themselves from the crash cart, they have to climb the shifting, uneven surface up to the control room - which is only about a hundred feet from where they landed.

There is a ladder, twenty feet horizontally away from where the party struck, although it is covered by a thin sheet of metal while the titan is active. The cover can be unlocked with a **DC 25 Disable Device check**, or pried open with a **DC 20 Strength check** or by destroying the lock (hardness 10, 5 hit points).

The party can disable the cover on the nearby ladder, or simply brute force their way up the sides of the fortress. Climbing along the ladder requires only a **DC 0 Climb check**, but restricts climbers to a very specific route. Climbing Mountainfang at the height the party are at requires a **DC 20 Climb check**, but allows characters to go wherever they wish.

Unfortunately, as expected some point defenses have activated. In fact, all of them have.



## Explosive Charges

*The surface of the titan above you is lit by a network of softly blinking red lights: mines. Avoiding one would be simple - but they ring the surface of Mountainfang in an irregular red band with no gap between them reaching even two feet, which will force you to navigate between them to ascend.*

Immediately above the Crash Cart, the surface of Mountainfang is lit with a network of dimly glowing red lights. The PCs know these are each a separate explosive charge - not individually powerful enough to be fatal, but numbering in the hundreds in total.

While there are mines on the cover for the ladder, if the ladder's cover has been removed, those mines become inert, allowing creatures to climb along the ladder without tripping any of the mines.

### Tier 3

#### Explosive charges hazard (EL 3)

Whenever a Small or larger creature enters a square containing explosive charges, that creature must succeed a **DC 15 Acrobatics check** in order to avoid them as they climb. A failed check results in one of the mines exploding, dealing creatures in that square 1d6 points of fire damage, and forcing them to make a DC 10 Climb check to avoid falling (assuming they were climbing - if they were flying they should make a Fly check of the same DC, and otherwise, they must make a **DC 12 Reflex save**). Once the explosive charges in a specific square have been detonated, that square becomes safe for creatures to enter.

A mine can be detonated remotely by a direct strike by a ranged weapon (AC 8). If a melee weapon is used, the weapon takes 1d6 points of damage, and the wielder must make a **DC 15 Reflex Save** or drop the weapon as it is shocked out of their hand.

### Tier 5

### **Explosive charges hazard (EL 5)**

Whenever a Small or larger creature enters a square containing explosive charges, that creature must succeed a **DC 17 Acrobatics check** in order to avoid them as they climb. A failed check results in one of the mines exploding, dealing creatures in that square 2d6 points of fire damage, and forcing them to make a DC 12 Climb check to avoid falling (assuming they were climbing - if they were flying they should make a Fly check of the same DC, and otherwise, they must make a **DC 14 Reflex save**). Once the explosive charges in a specific square have been detonated, that square becomes safe for creatures to enter.

A mine can be detonated remotely by a direct strike by a ranged weapon (AC 8). If a melee weapon is used, the weapon takes 1d6 points of damage, and the wielder must make a **DC 15 Reflex Save** or drop the weapon as it is shocked out of their hand.

### **Spiked Pylons**

*Spikes emerge in orderly rows from Mountainfang's side here, rotating and covered in serrated barbs. Each sticks out only a few feet, but with their alternating pattern, climbing past them with a tether is only asking for it to get tangled.*

Although technically spikes along Mountainfang's side, for creatures on the Party's scale these are more of an obstacle than a risk of impalement. However, their serrated edges and slow rotation leave them a distinct danger: they are more than capable of catching the ropes of climbers, and drawing them ever so slowly in before grinding them to a pulp.

Although the pylons do not extend onto the ladder, or its cover, they still interfere with the ropes of those climbing on the ladder - worse, the angle of the ladder means the climbers have to make one more check than those who attempt to navigate through the pylons directly.

### **Spiked Pylon Hazard**

Climbing past the spinning pylons is more of an exercise in rope management than it is in avoiding the blades themselves. Climbing characters must make a **DC 12 Wisdom or Intelligence check**, upon entering these squares, to climb in such a way to avoid getting the rope caught by the blades.

If the rope does get caught, it immediately pulls taut. This forces any character attached to the ropes to make a **DC 10 Strength check** or immediately be pulled from the wall. On the following round, the character must make a **DC 13 Strength check** to avoid falling as the rope pulls even more taut - and if the character passes their second check, the rope snaps under the pressure.

Characters who are pulled from the wall have only one round to react before being pulled into the teeth of the pylons; taking 1d6 points of slashing damage each round they remain trapped. Characters can be freed by them or a Character within reach succeeding at a **DC 15 Strength check**, or by cutting their tether rope (hardness 0, 2 hp) - although they will

have to hold onto something or succeed a **DC 15 Climb check** while doing so, or they will free fall nearly three hundred feet to the ground below.

A Pylon can be stopped, making that square safe to cross, by jamming it with a **DC 15 Disable Device check**. Alternately, a character can simply smash the mechanisms that turn an individual spike (hardness 10, 5 hp).

Characters climbing without a tether automatically bypass the spiked pylons.

## Penultimate Landing

*The ground here levels out into a small platform - the roof of whatever structure you had been climbing. From here, the control room is just barely visible at the top of the next tower over - and another forty feet up. To the left, Mountainfang's massive shoulder heaves briefly into view between the tangle of structures, twisting the landscape as it moves and revealing rows of cannons built into it. Then it disappears downward again and the ground begins tilting to the left as the titan begins pushing itself upright.*

Thirty feet above where the Crash Cart hits, There is a small landing - a ledge about 30 feet wide and 10 feet deep - where the PCs can catch their breath and orient themselves. From this safe point in the climb, the party can see the remainder of their ascent, and make any plans for the climb.

Any characters who even glance at the wall recognize that the mines at the very peak of the ascent have activated: a ring of red dots along the lip of the Mountainfang. If characters spend at least five rounds observing the final ascent, they will see the animate rifle directly in their path suddenly turn to track something - confirming it is active. If characters spend at least ten rounds observing the ascent, they will see a clockwork spider skitter across the wall for just a moment, before diving back into a crevice and disappearing.

The second level of Mountainfang's 'tower' rises out of the first, and at a less steep angle. However, by the time the party reaches this point Mountainfang is moving more and more. The DC to Climb each round is 1d12+10. Fortunately, the slope means that characters will only take 1d6 damage for every 20 feet they fall down the hill, and they will always land here on the landing rather than risking falling all the way off the titan.

A ladder is available at this level, and is covered just like the one below. The cover can be unlocked with a **DC 25 Disable Device check**, or pried open with a **DC 20 Strength check** or by destroying the lock (hardness 10, 5 hit points).

## The Final Ascent

*Made of regularly spaced slats, and only at a steep angle compared to the nearly vertical climb of the first section, the final ascent to the control section seems like it will be a breeze. However, a small turret is mounted in the very center of the climb -*



*and Mountainfang has begun rocking back and forth as it awakens. Hopefully, then, it will be no more than a strong wind.*

As below, every defense on Mountainfang has been activated, making the ascent and approach to the control room as difficult as possible. In addition to several mechanical spiders moving about and measuring the current status of the walking fortress's movements and systems, one of Mountainfang's automated, mounted guns sits directly in the party's path. Normally, their *attunement rings* should render them invisible to this rifle, but like other systems it is currently haywire and it will fire on them if they approach within 30 feet of it.

Once the party does reach within 20 feet of the mounted gun (after they have ascended at least five feet), the clockwork spiders will scurry out of a fist-sized duct and do their best to delay and distract the PCs to maximize the amount of time they will be fired upon.

### **Tier 3 (EL 3)**

#### **Clockwork Spider (2) CR 1/2 - XP 200**

Variant Clockwork Spy (*Pathfinder Roleplaying Game Bestiary 3*)

**hp** 5

**Speed** 30 ft., climb 30 ft.

#### **Automated Mounted Gun Hazard CR 1**

Each round the automated mounted gun makes a single attack (rifle +5 1d8) against the largest creature within 20 feet of it. It has no misfire chance, and automatically reloads at the end of the round. The mounted gun can be disabled with a successful **DC 20 Disable Device check**, or destroyed (hardness 5, 10 hit points). Alternately, it can be removed from its mount (becoming a masterwork rifle) with a **DC 25 Disable Device check** or a **DC 20 Strength check**.

### **Tier 5 (EL 5)**

#### **Clockwork Spider (4) CR 1/2 - XP 200**

Variant Clockwork Spy (*Pathfinder Roleplaying Game Bestiary 3*)

**hp** 5

**Speed** 30 ft., climb 30 ft.

#### **Automated Mounted Gun Hazard CR 3**

Each round the automated mounted gun makes a single attack (rifle +7 2d6) against the largest creature within 20 feet of it. It has no misfire chance, and automatically reloads at the end of the round. The mounted gun can be disabled with a successful **DC 20 Disable Device check**, or destroyed (hardness 5, 10 hit points). Alternately, it can be removed from its mount (becoming a masterwork rifle) with a **DC 25 Disable Device check** or a **DC 20 Strength check**.

### **More explosive charges**

*The lip of the climb is ringed with more softly blinking lights, each spaced no more than a foot apart.*

Near the apex of the climb is a second ring of explosive charges. These are functionally identical to the lower ones - except a fall from here is much more dangerous.

### Tier 3

#### Explosive charges hazard (EL 3)

Whenever a Small or larger creature enters a square containing explosive charges, that creature must succeed a **DC 15 Acrobatics check** in order to avoid them as they climb. A failed check results in one of the mines exploding, dealing creatures in that square 1d6 points of fire damage, and forcing them to make a DC 10 Climb check to avoid falling (assuming they were climbing - if they were flying they should make a Fly check of the same DC, and otherwise, they must make a **DC 12 Reflex save**). Once the explosive charges in a specific square have been detonated, that square becomes safe for creatures to enter.

A mine can be detonated remotely by a direct strike by a ranged weapon (AC 8). If a melee weapon is used, the weapon takes 1d6 points of damage, and the wielder must make a **DC 15 Reflex Save** or drop the weapon as it is shocked out of their hand.

### Tier 5

#### Explosive charges hazard (EL 5)

Whenever a Small or larger creature enters a square containing explosive charges, that creature must succeed a **DC 17 Acrobatics check** in order to avoid them as they climb. A failed check results in one of the mines exploding, dealing creatures in that square 2d6 points of fire damage, and forcing them to make a DC 12 Climb check to avoid falling (assuming they were climbing - if they were flying they should make a Fly check of the same DC, and otherwise, they must make a **DC 14 Reflex save**). Once the explosive charges in a specific square have been detonated, that square becomes safe for creatures to enter.

A mine can be detonated remotely by a direct strike by a ranged weapon (AC 8). If a melee weapon is used, the weapon takes 1d6 points of damage, and the wielder must make a **DC 15 Reflex Save** or drop the weapon as it is shocked out of their hand.

## The control room door

*The control room is in a sizable structure near the apex of Mountainfang, in one of the room that might be mistaken for the creature's head. Unfortunately, it is one of the most reinforced sections of the entire Fortress, and contains only a single door, and no windows that aren't paper-thin vents.*

*It is immediately obvious there has been sabotage. The smooth iron of the fortress is broken here by a charred circle around the door. Fortunately, the flames haven't done any damage that doesn't look superficial.*

#### SIDEBAR:

This encounter is optional. If the party has less than an hour left, allow the

party's code to work immediately, allowing them access to the interior of Mountainfang.  
END SIDEBAR

As expected, the control room door is locked. It requires a key, and a code (1527) - both of which the party has. However, the keypad has been removed from the wall, rotated 180 degrees and carefully replaced. The sabotage isn't immediately obvious, as the keypad lacks any sort of clear identifying marks to distinguish the numbers, and what little damage was done moving the keypad looks to be part of the nearby fire damage.

The fire damage, for those who examine it, is a perfect circle and appears to have been done by a spell, such as *fireball*. However, other than some peeling paint and warped solder, it hasn't done any damage.

Since the keypad has been modified, attempting to open the door as the party has been instructed - one character entering the keycode and one turning the key - will fail. Examining the door and keypad will reveal several things:

- There are small scratches around the edges of the door, of the sort that an inexperienced lockpicker might leave. A character who succeeds a **DC 12 Disable Device** can tell what whoever left the scratches didn't succeed.
- The hinges of the door have been replaced after the fire damage. A character who succeeds a **DC 18 Spellcraft check** recognizes the work of the *make whole* spell.
- The keypad has been damaged. A Character who succeeds a **DC 10 Craft check** (of any kind) can tell that the damage appears to be to the housing, not the keypad itself. A character who passes their check by 5 or more can tell that the housing, and thus the keypad, was plugged back in after being rotated 180 degrees. In other words: it was put back on upside down, and whoever did so did a fairly good job of it. The code, entered in the reverse of how it was provided you, should work.

Other possible ways to open the door include:

- The *knock* spell will immediately open the lock, as the other means of keeping the door closed have already been bypassed.
- The door can be broken down (hardness 20, 60 hp)
- Searching the exterior of the control room reveals several venting panels can be removed. Doing so requires two successful **DC 20 Disable Device checks**, and opens a narrow passage that can be passed through by a character who succeeds a **DC 20 Escape Artist check**.

### The control room (CL 3/5)

*The walls of this room seemed solid from the outside, but from inside are transparent from inside and see through Mountainfang in all directions. Four large desks crowd the room, each one covered in a complex jumble of buttons, levers and dials. The center desk, slightly higher than the others, is dominated by a silvery metal rod. It seems to have been welded into the center of the console, and energy arcs from it*

*into the air. With every spark and flash, another one of the controls shifts with a mind of its own.*

The walls of this room are enchanted to allow the operators of the fortress to see clearly through the massive walking fortress, preventing creatures from escaping around or beneath the titan, despite the otherwise limited view from the control chamber. The chamber also has a limitless supply of clean air, preventing the operators from succumbing from basic atmospheric effects.

There are four consoles in the control room. The main console in the center and above the others contains the primary controls for the Walking Fortress: those for its engine, arms and torso. The other three control panels control Mountainfang's, legs, auxiliary weapons, and main cannon. And in the center of the main console is the Mirrored Rod.

A Mirrored Rod is an ancient First One relic, one of several with a long list of mostly unknown powers, including absolute immunity to mortalkind's magic, and a strength enough to resist any sort of physical harm. Through it, some distant creature is controlling Mountainfang, and although their reasons are unknown it is abundantly clear that one does not hijack a superweapon for polite conversation.

Removing the Mirrored Rod is not so simple as prying it free - it has been set deeply into the console, and crackles with energy. Any creature to approach the main console is shocked with energy - a total of 5 points of electricity damage is dealt out randomly to all creatures adjacent to the console at the beginning of each round.

Initially, removing the Mirrored Rod would require a **DC 20 Strength check**. However, this can be reduced by dismantling or destroying the panel around it. The panel has a hardness of 10, and 10 hit points. Each point of damage reduces the Strength check by one point, or immediately frees the Mirrored Rod if the console is destroyed. Alternately, each **DC 20 Disable Device check** will reduce the Strength check by 1d6 points.

**Development:** When the rod is finally removed, or a character attempts to disable the main cannon before that, Mountainfang's main cannon fires. The beam is thankfully aimed away from civilization, but results in a massive explosion about a thousand feet away. As the smoke of the explosion clears, the hill that had been there has disappeared, replaced by a crocodilian monster hundreds of feet tall pulling itself to its feet: the long forgotten kaiju, Biolante. As Biolante roars to life, the Mirrored Rod goes dormant, and is no longer dangerous to approach or touch.

## Act III - Clash of the Titans

*One final flash of energy from the rod, and Mountainfang's cannon roars to life, sending a jet of white-hot lightning off into the distance. At first, you're glad all the beam struck was a hilly forest in the distance, but as the smoke clears you can see that the forest wasn't as it appeared to be. Some sort of enormous monster rises out of the forest, too close for comfort. It looks like the hill simply decided to stand up,*

*except for the massive crocodilian head and a pulsing red core. Mountainfang's cannon seems to have scored a passing blow across the beast's shoulder - and it begins to move in your direction with ground-shaking steps.*

Although the appearance of Biolante is enough to make the Forger's Guild hold off on firing the Last Resort - for now - the appearance of a second Kaiju is enough to threaten far more than just the nearest few cities. More pressingly, it is bearing down on Mountainfang (and by extension, the party), and it isn't happy.

If the party doesn't have the idea to man Mountainfang's stations themselves, after two rounds a calm, recorded voice begins to repeat, "hostile entity detected. Mountainfang is at full operation, with weapons armed. Operators, to your stations."

Although the party hasn't been trained on how to operate Mountainfang, only to shut it down, with what they already know and the limited labels on the controls, it is possible for the party to man the controls and bring Mountainfang to bear against the incoming menace.

There are four controls panels, and with the exception of the Weapons Array can be manned by only one character at a time. The first time a character mans a panel, it takes them 1d4 rounds to understand the controls, or only a single round if they succeed a **DC 15 Intelligence or Wisdom check**.

**The Lower Body:** this panel controls Mountainfang's legs, a half-dozen spidery appendages at the bottom of the walking fortress. Each leg can be controlled or locked into place independently, or they can all be controlled at once by a wheel-like control structure in the center of the panel. As a swift action, a character can direct Mountainfang to move up to half its movement, or as a full-round action a character can direct Mountainfang to move up to its full movement, or to take a 5-ft step.

**The Core:** this panel controls Mountainfang's main engine, as well as its main cannon. If the panel survived the removal of the Mirrored Rod, the main cannon can be fired as a full-round action, but doing so means that Mountainfang cannot make slam or cannon attacks that round. If the panel was destroyed, the main cannon cannot be fired.

**The Upper Body:** This panel controls Mountainfang's arms, but lacks the (relatively) clear labels of the other sections, containing a series levers labelled Q, W, O and P. As a standard action, a character can direct Mountainfang to make a single slam attack within reach, or as a full-round action, a character can direct Mountainfang to make a full-attack.

**The Weapons Array:** This panel controls Mountainfang's many mounted weapons, and is a dizzying array of small mounted sticks, each topped with big red buttons. As a standard action, a character can aim and fire one of Mountainfang's cannons, or as a full-round action, a character can aim and fire up to three cannons. Up to three characters can man the Weapons Array at one time.

## Battle of Biolante

It will take Biolante five rounds, from awakening, to reach Mountainfang. Once it does, it launches into a full offensive seeking to tear the Walking Fortress apart. It will open with a charge, slamming into Mountainfang, and knocking prone any creature inside the control room or on the surface of Mountainfang who doesn't succeed a **DC 20 Acrobatics check**.

After the initial tackle, the battle between the two kaiju begins in earnest; forcing the party to use the Walking Fortress they are here to destroy in order to save themselves from a beast no smaller than a small town.

**Development** Once reduced to 300 hit points, Biolante will take a step away from Mountainfang and use its swarm breath. Not only does the swarm do damage to Mountainfang, but on the next round, one of the giant insects bursts into the control room through the same means the party entered, and begins buzzing around and violently attacking anyone it can reach.

### Tier 3 (EL 3)

**Giant Wasp CR 3 - XP 800**

**hp 34** (*Pathfinder Roleplaying Game Bestiary*)

### Tier 5 (EL 5)

**Giant Wasp (2) CR 3 - XP 800**

**hp 34** (*Pathfinder Roleplaying Game Bestiary*)

## Concluding the fight

The battle against Biolante ends when one of the three conditions occur:

If Biolante is reduced to 0 or fewer hit points, its Recovery activates. Unlike most kaiju, Biolante collapses upon reaching 0 hit points, seemingly falling to bits. It has no proper lair, and seemed to be nothing more than a mid-sized hill. At this point, the party has 3 rounds to shut down Mountainfang before the Last Resort is fired (beginning the shut down procedure takes a full-round action).

On the beginning of the tenth round of combat, the Last Resort is fired. It cuts clean through Mountainfang, and then explodes outwards in shrapnel that sets Biolante ablaze. This reduces both Mountainfang and Biolante to 0 hit points, causing both kaiju to collapse in a smoldering heap.

If Mountainfang is reduced to 0 or fewer hit points, it immediately deactivates, and the walls around the party begin to fade in - just fast enough for them to see Biolante deal a devastating blow to Mountainfang. Before it can revel in the glory of its victory, Biolante is hit directly with the Last Resort, and blown apart into bits - at which point the walls fade in entirely, and the party is plunged into whatever dim light filters in through the door and vents.

Whatever the outcome, the party must manually climb their way back down to the ground from the wreckage of the Walking Fortress. Fortunately, other than the risk of falling, there are no other hazards that will assail them

## Conclusion

Either way, the PCs then pick their way down from the walking fortress for immediate debriefing by the forger's guild. The most pressing of which is erasing the emergency codes from the PCs minds. They won't begrudge the PCs if they had to shoot Mountainfang - it was a failing on their part that their other failsafes didn't keep it from reaching a time limit, and the party's efforts were obviously hampered by the titan's attack.

## Conclusion

Upon returning to Station 1 - less than a mile from where Mountainfang collapsed - the party is immediately swarmed. Mostly, this swarm is curious workers; rank-and-file members of the Forgers Guild, but it also includes Hep, a Cynean who was one of the lead architects of Mountainfang and currently manages Station 1, and Stella, a sheepish representative of the Alliance Freelancers.

Hep is concerned much more by the sabotage than by the destruction of Mountainfang. He is upset, of course, if the walking fortress was destroyed, but considering how many defenses would have had to be bypassed in order for something to break into the walking fortress he is concerned about the other Walking Fortress, Cityfoot, and intends on sending immediate word to Station A to deactivate the titan until further security measures can be put in place. He will question the party for as long as they allow about the sabotage they uncovered.

Stella wants the party off the scene the moment they are debriefed. Although she is generally timid, she is a capable sorcerer, and here because she had a *teleport* spell available when she heard the news of the awakening of the Walking Fortress. Once she has pulled the party away from Hep and the other curious members of the Forger's Guild, she pulls the party aside to debrief them herself.

Stella tells the party she will handle smoothing things over here, and request that if there is anything she needs to know, they tell her before she returns them to CAPITOL. Before she sends them via *teleport*, she hands each of them a sealed paper package: a heavy gold brick alongside a note that says "what happened today is confidential. Providing detail of the events of today's incident will be tracked back to you, promptly, and met with extreme prejudice." The letter is stamped with both the logos of the Forger's Guild, and the Crown Council.

Then, with a sweet smile and a wink, Stella sends the party all at once back to civilization.

## Items to Include on Record of Legacy 0.2

Did the PCs keep the mirrored rod? Or did they return it to the Forgers Guild, or the Alliance Freelancers?

Did the PCs remind the forger's guild to wipe their memories of the deactivation procedures?

Did the party manage to save Mountainfang from being destroyed?

### Items found during this episode:

#### Tier 3

*A gold brick worth 3,000 gp*

*A ring of attunement (worth 2,000 gp, but should be returned to the Forger's Guild)*

*A mirrored rod*

#### Tier 5

*A gold brick worth 4,500 gp*

*A ring of attunement (worth 2,000 gp, but should be returned to the Forger's Guild)*

*A mirrored rod*

#### Experience Reward

Each party member gains 3XP

## Appendix: New Monsters

### Biolante, Force of Nature

*Entire trees grow up and down the sides of this shambling hill, peppering it like hairs. Deep in its center glows a pulsating red mass, and above it is a scaled crocodilian mouth, nearly fifty feet long and lined with thousands of sword-like teeth. Its form shifts constantly, growing whatever limbs it needs at the moment before absorbing them back into its churning mass of roots and stone, all around some huge draconian core.*

**Biolante**      **CR 22 - 615,000 XP**

CN Colossal Plant (augmented dragon, kaiju, shapechanger)

**Init** +8; **Senses** darkvision 600 ft., low-light vision.; Perception +8

**Defense**



**AC** 39, touch 10, flat-footed 31 (+8 Dex, +29 natural, -8 size)

**hp** 425 (34d8+272); **fast healing** 40

**Fort** +27, **Ref** +19, **Will** +19

**Defensive Abilities** plant immunities, ferocity, fluid form, recovery; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, energy drain, fear, mind-affecting effects, paralysis, poison, sleep effects, stunning; **Resistance** acid 30, cold 30, electricity 30, fire 30, negative energy 30, sonic 30

### Offense

**Spd** 60 ft.

**Melee** bite +33 (4d8+32); 2 claws +33 (4d6+16), tail slap +28 (4d8+24)

**Space** 50 ft.; **Reach** 50 ft.

**Special Attacks** swarm breath, many-limbed, hurl foe

### Tactics

**During Combat** Each round, Biolante adjusts the number of attacks it makes to maximize its payoff of accuracy to damage (against Mountainfang, it will generally settle on a total of attacks). Once reduced to 300 hit points, it will use its swarm breath to distract its opponent. Against a foe who attempts to stay at range, Biolante will grapple and then pin it, sprouting dozens of additional limbs (each pair of limbs grants a +2 bonus on grapple checks), and damage it as slowly as required.

**Morale** Biolante fights until its recovery triggers, and then flees.

### Statistics

**Str** 42, **Dex** 26, **Con** 26, **Int** 2, **Wis** 26, **Cha** 8

**Base Atk** +25; **CMB** +49 (can't be tripped); **CMD** 67

**Skills** Stealth -24 (+6 when remaining still); **Racial Modifiers** +30 Stealth when remaining still

**Languages** Draconic (can't speak)

**SQ** massive

### Ecology

**Environment** temperate hills or forests

**Organization** solitary (unique)

**Treasure** incidental

### Special Abilities

**Swarm Breath (Ex)** Biolante's body is filled with enormous insects, most over a foot long, but some much larger. It can expel these insects as a full-round action into up to 200 adjacent squares whereupon they function as a swarm of impossible size. Treat this massive swarm as a Wasp Swarm (*Pathfinder Roleplaying Game Bestiary*) that fills 200 squares, has a speed of 60 feet, and does 20d6 swarm damage. Biolante can use this attack only once per week, unless it inhales the swarm as a full-round action before it is destroyed, in which case it can use the ability again after 1d4 rounds.

**Fluid Form (Su)** Biolante's form is not a single object as much as it is a collection of massive plants tangled together around the heart of an ancient, forgotten creature. It cannot be grappled unless it chooses to be.

**Many Limbed (Su)** Biolante has as many appendages as it chooses to have at any given time, growing, splitting or absorbing additional limbs as it sees fit. Its natural form has two clawed arms, and a tail - as well as its bite, which it cannot reshape. As a swift action, it can change the number of limbs it has, taking a -4 circumstance penalty on all attacks for

each additional appendage grown beyond its normal three, or a +2 circumstance bonus on all attacks for each appendage it reduces beyond its normal three.

**Kaiju Attacks (Ex)** A kaiju's natural attacks count as epic and magic for the purpose of overcoming damage reduction.

**Hurl Foe (Ex)** When a kaiju damages a Huge or smaller foe with one of its natural attacks, it can try to hurl the foe as part of that attack by attempting a combat maneuver check. On a successful check, the foe is knocked back 10 feet in a direction of the kaiju's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the kaiju's check exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining and the foe is knocked prone in the space adjacent to the obstacle.

**Massive (Ex)** Because kaiju are so massive, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to a kaiju's movement, though areas of forest or settlements are considered difficult terrain to a kaiju. A Huge or smaller creature can move through any square occupied by a kaiju, or vice-versa. A kaiju can make attacks of opportunity only against foes that are Huge or larger, and can be flanked only by Huge or larger foes. A kaiju gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It's possible for a Huge or smaller creature to climb a kaiju—this generally requires a successful DC 30 check, and unlike the normal rules about kaiju and attacks of opportunity, a Small or larger creature that climbs on a kaiju's body provokes an attack of opportunity from the monster.

**Recovery (Ex)** Whenever a kaiju fails a saving throw against any mind-affecting, paralysis, petrification, polymorph, or immobilizing effect (including *binding* and *temporal stasis* but not including *imprisonment*), it can attempt a new saving throw at the end of its turn to remove the effect. Doing so takes no action. A kaiju can attempt a new save to end the effect as often as it wishes, but can attempt to remove only one such effect per round. Once per year, if a kaiju takes an amount of damage that would normally kill it by reducing its hit points to a negative amount equal to its Constitution score, the damage instead heals the kaiju of twice the amount of damage—but this healing leaves the kaiju disoriented and demoralized. At this point, the creature becomes nauseated and seeks only to return to its lair. Any amount of damage dealt to it by an external source before it reaches its lair, though, immediately negates the nauseated effect and allows the kaiju to end its retreat and attack.

Biolante has slumbered in the lands that are now the Protectorate for centuries - last waking during the wars against the First Ones two millenia before. Like the details of nearly all such conflicts, once it returned to its slumber, it was all but forgotten, and civilization around it began to grow once more. The only memory of Biolante are ancient stories, and myths of beasts large enough to blot out the sky. But in a world where magic is real, what is myth but a story whose details have been forgotten?

Biolante generally appears in a form with an appearance somewhere between a serpent and a crocodile - although this can change dramatically during battle, as it splits and absorbs limbs as it needs them. The only facet of the creature that remains between transformations is the massive jaws - nearly fifty feet long. These belonged to the kaiju whose corpse has now been absorbed into Biolante, and remain among its most dangerous weapons.

## Mountainfang, the Walking Fortress

*Although it has a humanoid torso, this fortress-sized construction of grinding iron gears and titanic steel plates rests on a base that resembles a massive spider, with dozens of legs, each one no less than thirty feet tall. In its chest sits a massive cannon, large enough for a pair of elephants to stride side by side.*

**Mountainfang**      **CR 23 - 820,000 XP**

N Colossal Construct (kaiju)

**Init** -3; **Senses** darkvision 600 ft.; Perception +9

### Defense

**AC** 40, touch -1, flat-footed 37 (-3 Dex, +41 natural, -8 size)

**hp** 250 (31d10+80); fast healing 30

**Fort** +10, **Ref** +7, **Will** +19

**Defensive Abilities** ferocity, point defenses; **Immune** ability damage, ability drain, construct traits, death effects, disease, energy drain, fear; **Resistance** 30 acid, 30 cold, 30 electricity, 30 fire, 30 negative energy, 30 sonic; **DR** 40/epic, 20/--

### Offense

**Spd** 60 ft.

**Melee** 2 slams +39 (4d10+16)

**Ranged** 6 cannons +28 (6d6; range 300 feet)

**Space** 50 ft.; **Reach** 50 ft.

**Special Attacks** main cannon

### Tactics

**Before Combat** Mountainfang has fired its main cannon immediately before combat begins.

**During Combat** Generally, Mountainfang's operators are expected to remain at range to make use of the Walking Fortress' powerful, long range attacks.

### Statistics

**Str** 42, **Dex** 4, **Con** --, **Int** --, **Wis** 28, **Cha** 1

**Base Atk** +31; **CMB** +53; **CMD** 60

**Languages** none

**SQ** slow start, piloted

### Ecology

**Environment** Protectorate

**Organization** Solitary (unique)

**Treasure** Incidental

### Special Abilities

**Automatic Cannons (Ex)** Mountainfang's cannons don't have a misfire chance, and they reload themselves at the start of the turn.

**Point Defenses (Su)** Mountainfang's body is littered with blades, explosives, and tiny constructs that make it difficult to approach or make contact with. A Small, Medium, or Large creature making contact with Mountainfang takes 1d6 points of damage each it makes contact with Mountainfang. A Huge, or Gargantuan creature instead takes 3d6 points of

damage each round, and a Colossal creature instead takes 6d6 points of damage each round from these point defenses.

**Piloted (Ex)** Mountainfang is unable to take complex actions of its own accord, although it is able to defend itself or follow basic commands, such as move there or wait. All direction of any sort must be done through the control center, located near the top of the walking fortress.

**Main Cannon (Ex)** As a standard action every 1d4+1 rounds, Mountainfang can fire its main cannon. This cannon fires a pulse of energy in a 30 foot wide, 1,200 foot line that does 30d6 points of force damage to all creatures in the area who fail a DC 25 Reflex save, and half damage to those who pass their saves. Additionally, creatures who fail their saves must make a DC 25 Fortitude save or be stunned for one round from the energy.

**Slow Start (Ex)** It takes Mountainfang ten full minutes to awaken from its inert fortress state. For the first five minutes, it is effectively helpless. For the next three minutes, it cannot take actions, but it is no longer helpless. For the final two minutes, it is staggered. After this time, it can act normally.

**Kaiju Attacks (Ex)** A kaiju's natural attacks count as epic and magic for the purpose of overcoming damage reduction.

**Hurl Foe (Ex)** When a kaiju damages a Huge or smaller foe with one of its natural attacks, it can try to hurl the foe as part of that attack by attempting a combat maneuver check. On a successful check, the foe is knocked back 10 feet in a direction of the kaiju's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the kaiju's check exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining and the foe is knocked prone in the space adjacent to the obstacle.

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The Arman Protectorate's Forgers Guild has been consistently creating larger and more advanced constructs for generations now. The most amazing of these has been under construction for nearly a decade now - the Walking Fortresses. Mountainfang is one of two impossibly large machines, created by years of careful toil by masterful builders using materials drawn forth from the very plane of earth. It was designed to fight entire wars -- and to win them.

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